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Serious Game: Circular Economy for EU Climate Neutrality by 2050

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The CO₂NSTRUCT Serious Game:

“How can circular economy support climate neutrality in the construction value chain?”

In this “serious game” players will **learn if and how circular economy can help Europe’s reaching its 2050 climate targets.**

Players will be asked to **make choices over three periods of time**, from now till 2060.

The choices will **change the European Union construction system** and can lead to lower greenhouse gases emissions and less materials consumption.

**We ask you to please play the
CO2NSTRUCT Serious Game:**

**Your choices will have different
results...**

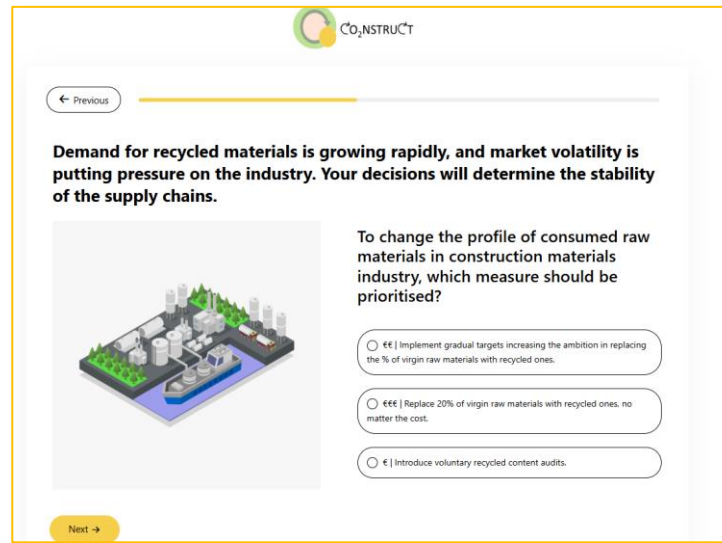
**You will decide if EU will reach
its climate neutrality targets in a
more or less sustainable way!**



This game is based on published scientific research developed within the CO2NSTRUCT Horizon Europe research project.

How to play:

1. Enter the game & Read the introductory screens
2. Select your role
3. Start answering the questions - choose your preferred option
4. All options have an associated “effort” (€ lower to €€€ higher) – costlier is not always better...
5. You might have surprises along the way!

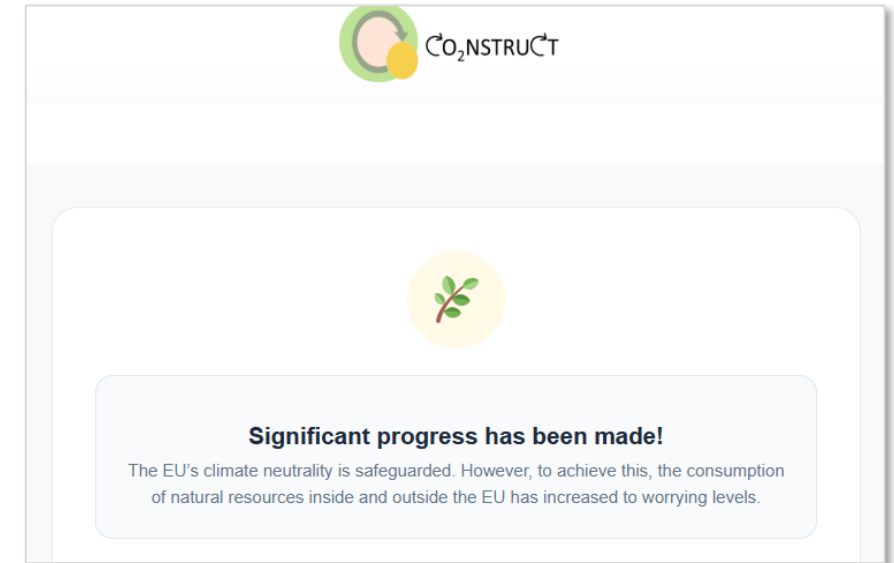


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GOOD LUCK!

After playing – Game Over!

- What was the general feeling? Can circular economy help Europe's reaching its 2050 climate targets?
- Did you get bonus points? Which ones? Was that unexpected?
- What were the final score messages obtained?
- Did you learn anything new or was everything very familiar already?
- This is a beta version of the game – do you have suggestions for improvements & modifications?



Connect with us



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